

Anson

NAME
 Pld4 9000
 CLASS EXPERIENCE
 4 15000
 Character Level NEXT LEVEL

Nickel

PLAYERNAME
 Halfling Small
 RACE SIZE
 33 Male
 AGE GENDER

Iomedae

DEITY
 2' 10" 37 lbs.
 HEIGHT WEIGHT
 EYES HAIR
 POINTS

Lawful Good

ALIGNMENT
 VISION
 44
 POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2	14	+2
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	16	+3	16	+3	16	+3
CHA Charisma	22	+6	22	+6	22	+6

HP	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED				
42 hit points													Walk 20 ft.				
AC armor class	17	15	13	10	4	0	2	1	0	0	0	0	0	0	20	-2	0
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST		

INITIATIVE modifier	+2	+2	+0
	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+4		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS		4/4
			ABILITY RANKS	MISC MODIFIER	
Acrobatics	DEX	1	= 2	+ 1.0	-2
Acrobatics (Jump)	DEX	-3	= 2	+ 1.0	-6
Appraise	INT	2	= 2	+	+
Bluff	CHA	6	= 6	+	+
Climb	STR	3	= 2	+ 1.0	+
Craft (Untrained)	INT	2	= 2	+	+
Diplomacy	CHA	11	= 6	+ 2.0	3
Disguise	CHA	6	= 6	+	+
Escape Artist	DEX	1	= 2	+ 1.0	-2
Fly	DEX	2	= 2	+	+
Handle Animal	CHA	10	= 6	+ 1.0	3
Heal	WIS	8	= 3	+ 2.0	3
Intimidate	CHA	6	= 6	+	+
Knowledge (Geography)	INT	3	= 2	+ 1.0	+
Knowledge (Nature)	INT	3	= 2	+ 1.0	+
Knowledge (Nobility)	INT	6	= 2	+ 1.0	3
Knowledge (Religion)	INT	6	= 2	+ 1.0	3
Linguistics	INT	3	= 2	+ 1.0	+
Perception	WIS	5	= 3	+	+ 2
Perform (Sing)	CHA	7	= 6	+ 1.0	+
Perform (Untrained)	CHA	6	= 6	+	+
Ride	DEX	4	= 2	+ 1.0	1
Sense Motive	WIS	8	= 3	+ 2.0	3
Spellcraft	INT	6	= 2	+ 1.0	3
Stealth	DEX	4	= 2	+	+ 2
Survival	WIS	3	= 3	+	+
Swim	STR	3	= 2	+ 1.0	+
Use Magic Device	CHA	7	= 6	+ 1.0	+
			=	+	+
			=	+	+

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+13	+4	+2	+0	+7	+0		
REFLEX (dexterity)	+10	+1	+2	+0	+7	+0		
WILL (wisdom)	+14	+4	+3	+0	+7	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+7	+4	+2	+1	+0	+0	
RANGED attack bonus	+7	+4	+2	+1	+0	+0	
CMB attack bonus	+5	+4	+2	+0	-1		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
Offense	+5	+5	+5	+5	+5	+5
Defense	17	17	17	17	17	17

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7	1d2+2	20/x2	5 ft.

*Sword (Short) (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	S	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+7	1d4+2	2W-P-(OH)	+1	1d4+2	
1H-O	+3	1d4+1	2W-P-(OL)	+3	1d4+2	
2H	+7	1d4+2	2W-OH	-1	1d4+1	

Special Properties
 *: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chain Shirt (Small)	Light	+4	+4	-2	20

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack (Small) 0 lbs.		1	0.5	2.0	
Chain Shirt (Small)	Equipped	1	12.5	100.0	
Holy Symbol (Silver)	Equipped	1	1.0	25.0	
Outfit (Explorer's) (Small)	Equipped	1	2.0	10.0	
Sword (Short) (Small)	Equipped	1	1.0	10.0	
TOTAL WEIGHT CARRIED/VALUE			14.5	147.0 gp lbs.	

WEIGHT ALLOWANCE					
Light	43	Medium	87	Heavy	131
Lift over head	131	Lift off ground	262	Push / Drag	656

Special Attacks	
Channel Positive Energy (Su)	[Paizo Publishing - Core Rulebook, p.62]
You can unleash a wave of positive energy. You must choose to deal 2d6 points of positive energy damage to undead creatures or to heal living creatures of 2d6 points of damage. Creatures that take damage from channeled energy receive a DC 18 Will save to halve the damage. Using this ability consumes two uses of your Lay on Hands ability.	
Smite Evil (Su)	[Paizo Publishing - Core Rulebook, p.60]
You can call out to the powers of good to aid you in your struggle against evil 2 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +6 to your attack rolls and +4 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +8. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +6 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.	

Special Qualities	
Aura of Courage (Su)	[Paizo Publishing - Core Rulebook, p.61]
You are immune to fear (magical or otherwise). Each ally within 10 feet or you gains a +4 morale bonus on saving throws against fear effects. This ability functions only while you are conscious, not if you are unconscious or dead.	
Aura of Good (Ex)	[Paizo Publishing - Core Rulebook]
You project a moderate good aura.	
Detect Evil (Sp)	[Paizo Publishing - Core Rulebook, p.60]
At will, you can use Detect Evil, as the Spell. You can, as a move action, concentrate on a single individual or item within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, you do not detect evil in any other object or individual within range.	
Divine Health (Ex)	[Paizo Publishing - Core Rulebook, p.61]
You are immune to all diseases, including supernatural and magical diseases.	
Fearless (Ex)	[Paizo Publishing - Core Rulebook, p.26]
Halfings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.	
Halfling Luck (Ex)	[Paizo Publishing - Core Rulebook, p.26]
Halfings receive a +1 racial bonus on all saving throws.	
Keen Senses (Ex)	[Paizo Publishing - Core Rulebook, p.26]
Halfings receive a +2 bonus on Perception skill checks.	
Lay on Hands (Su)	[Paizo Publishing - Core Rulebook, p.61]
You can heal wounds (your own or those of others) by touch. Each day you can use this ability 10 times per day. With one use of this ability, you can heal 2d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 2d6 points of damage. Using Lay in Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage.	
Mercy (Sickened) (Su)	[Paizo Publishing - Core Rulebook, p.61]
Whenever you use Lay on Hands to heal damage to one target, the target is no longer sickened.	
Weapon Familiarity (Ex)	[Paizo Publishing - Core Rulebook, p.26]
Halfings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.	

Feats	
Athletic	[Paizo Publishing - Core Rulebook, p.118]
You get a +2 bonus on Climb and Swim skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.	
Extra Lay On Hands	[Paizo Publishing - Core Rulebook, p.124]
You can use your lay on hands ability two additional times per day.	
Armor Proficiency, Heavy	[Paizo Publishing - Core Rulebook, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
Armor Proficiency, Light	[Paizo Publishing - Core Rulebook, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
Armor Proficiency, Medium	[Paizo Publishing - Core Rulebook, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
Martial Weapon Proficiency	[Paizo Publishing - Core Rulebook, p.130]
You make attack rolls with the selected weapon normally (without the non-proficient penalty).	
Shield Proficiency	[Paizo Publishing - Core Rulebook, p.133]
When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.	
Simple Weapon Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You make attack rolls with simple weapons without penalty.	

PROFICIENCIES

Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Rock, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Sling Staff (Halfling), Spear, Spells (Ray), Spells (Touch), Spiked Armor, Starknife, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES

Common, Halfling

TEMPLATES

Class Spell-like Abilities

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
At Will	Detect Evil		None	1 standard action	Concentration, up to 40 minutes [D]	60 ft.	V, S, DF	No	Divination	PFCR: p.266
<i>Effect:</i>						<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 4		
You can sense the presence of evil.										

* =Domain/Speciality Spell

Paladin Spells

LEVEL	0	1	2	3	4
KNOWN	0	0	0	0	0
PER DAY	0	2	0	0	0

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
██████ Bless		None	1 standard action	1 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.249 Caster Level: 1
<i>Effect:</i> Bless fills your allies with courage.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster				
██████ Bless Water	17	Will negates (object)	1 standard action	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	PFCR: p.249 Caster Level: 1
<i>Effect:</i> This transmutation imbues a flask of water with positive energy, turning it into holy water.					<i>Target:</i> Flask of water touched				
██████ Bless Weapon		None	1 standard action	1 minutes	Touch	V, S	No	Transmutation	PFCR: p.250 Caster Level: 1
<i>Effect:</i> This transmutation makes a weapon strike true against evil foes.					<i>Target:</i> Weapon touched				
██████ Create Water		None	1 standard action	Instantaneous	Close (25 ft.)	V, S	No	Conjuration (Creation) [Water]	PFCR: p.262 Caster Level: 1
<i>Effect:</i> This spell generates wholesome, drinkable water, just like clean rain water.					<i>Target:</i> Up to 2 gallons of water				
██████ Cure Light Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	PFCR: p.263 Caster Level: 1
<i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 1d8+1 points of damage.					<i>Target:</i> Creature touched				
██████ Detect Poison		None	1 standard action	Instantaneous	Close (25 ft.)	V, S	No	Divination	PFCR: p.268 Caster Level: 1
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.					<i>Target:</i> Or Area one creature, one object, or a 5-ft. cube				
██████ Detect Undead		None	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	V, S, M/DF	No	Divination	PFCR: p.269 Caster Level: 1
<i>Effect:</i> You can detect the aura that surrounds undead creatures.					<i>Target:</i> Cone-shaped emanation				
██████ Divine Favor			1 standard action	1 minute	Personal	V, S, DF		Evocation	PFCR: p.273 Caster Level: 1
<i>Effect:</i> Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls.					<i>Target:</i> You				
██████ Endure Elements	17	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	PFCR: p.277 Caster Level: 1
<i>Effect:</i> A creature protected by endure elements suffers no harm from being in a hot or cold environment.					<i>Target:</i> Creature touched				
██████ Magic Weapon	17	Will negates (harmless, object)	1 standard action	1 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	PFCR: p.310 Caster Level: 1
<i>Effect:</i> Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls.					<i>Target:</i> Weapon touched				
██████ Protection from Chaos	17	Will negates (harmless)	1 standard action	1 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	PFCR: p.327 Caster Level: 1
<i>Effect:</i> This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures.					<i>Target:</i> Creature touched				
██████ Protection from Evil	17	Will negates (harmless)	1 standard action	1 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]	PFCR: p.327 Caster Level: 1
<i>Effect:</i> This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures.					<i>Target:</i> Creature touched				
██████ Read Magic			1 standard action	10 minutes	Personal	V, S, F		Divination	PFCR: p.330 Caster Level: 1
<i>Effect:</i> You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.					<i>Target:</i> You				
██████ Resistance	17	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	PFCR: p.334 Caster Level: 1
<i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.					<i>Target:</i> Creature touched				
██████ Restoration (Lesser)	17	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	PFCR: p.334 Caster Level: 1
<i>Effect:</i> Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores.					<i>Target:</i> Creature touched				
██████ Virtue		None	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	PFCR: p.365 Caster Level: 1
<i>Effect:</i> With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.					<i>Target:</i> Creature touched				

* =Domain/Specialty Spell

Class Spell-like Abilities

At Will Detect Evil (DC:)